S-CKPT
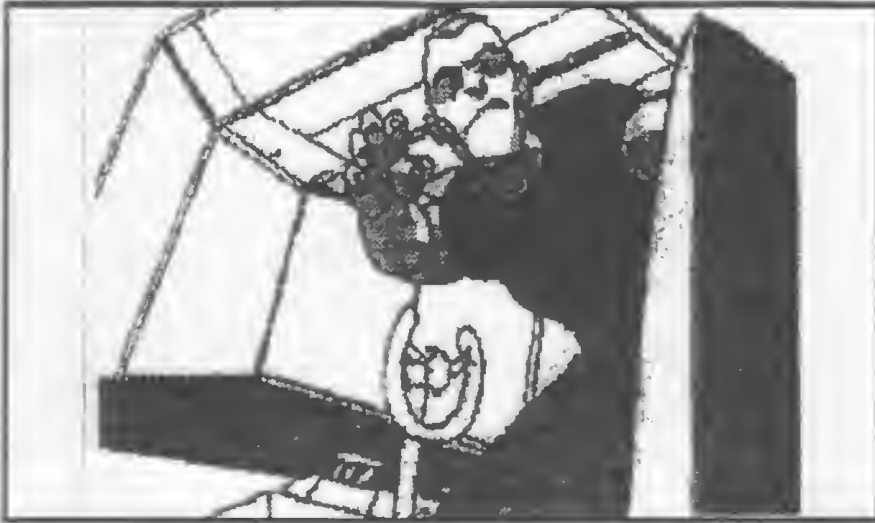
Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description

Perspective

What happens here

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Dialogs

S-3D

Check List

Backgrounds BW
Backgrounde Color
Object States
Animations

Room Specific Tasks

Room description | Plane 3D flying sequence | **Perspective**

What happens here

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Dialogs

F-SPLANE

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Freighter sinking with seaplane off to side | **Perspective**

What happens here

Cutscene. Indy dives from deck and swims out to seaplane, climbs onto the pontoon

Doors to...	Actors	Sounds	Special Case Animations
none			F-DIVE Indy dives and swims to seaplane
			F-RAFT Dunkelvolk lowers raft
			F-PADDLE Dunkelvolk paddles to the seaplane
			F-PROPS Seaplane starts its engines...exhaust

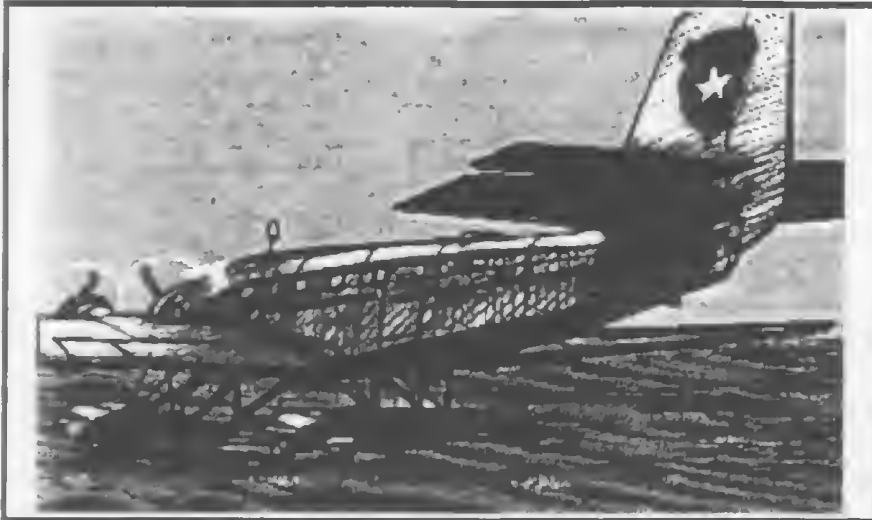| Pickupable objects	Multiple State Objects	Touchable objects
none		

Dialogs

S-PLANE

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Perspective

What happens here

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Dialogs

AS-INT

Priority 1a
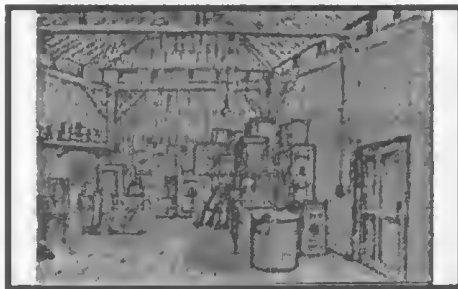
AS-EXT

Priority 2a

AM-WAAAM

Priority 3a

AM-LAB

Priority 4a
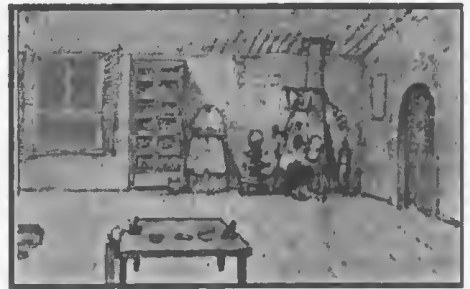
AM-CHESS

Priority 5a

AI-HEAD

Priority 6a

AJ-VINE

Priority 7a

AJ-PIT

Priority 8a

AJ-QUICK

Priority 9a

AI-MAZE

Priority 10a
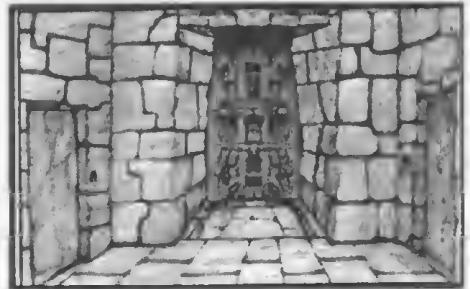
AJ-BUGS

Priority 11a
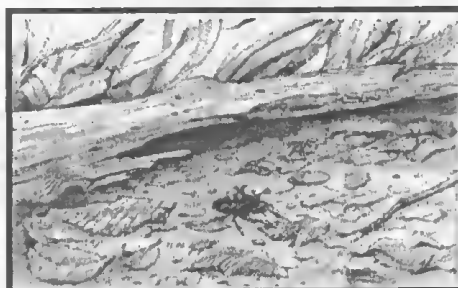
AN-VILL

Priority 12b

RM-HALL

Priority **13b**

RZ-DOCK

Priority **14b**

BULS
RIVER
SHOT

RZ-TOWER

Priority **15b**

RL-MICRO

Priority **16b**
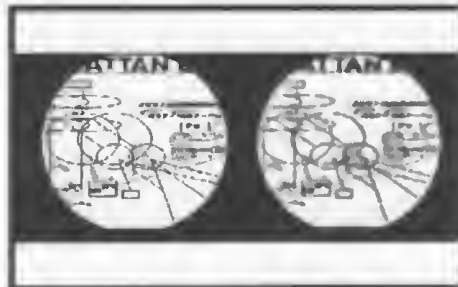
RI-DOOR

Priority **17b**

RI-LOCK

Priority **18b**

Zoom?
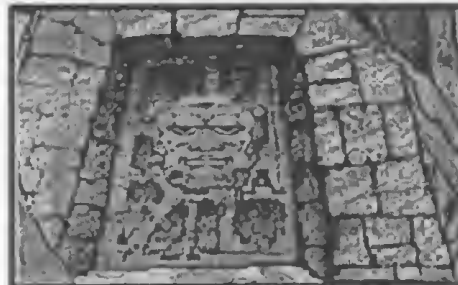
RM-EXT
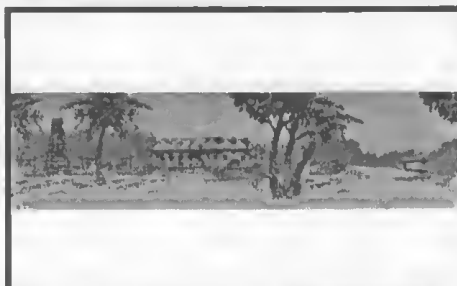
Priority **19b**

RZ-OVER

Priority **20b**
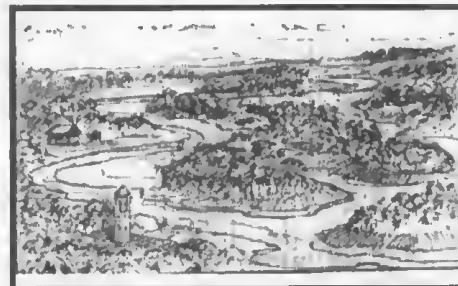
RJ-JUNGL

Priority **21c**
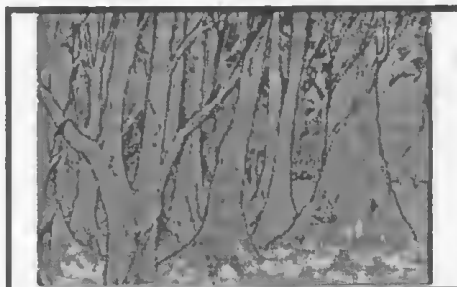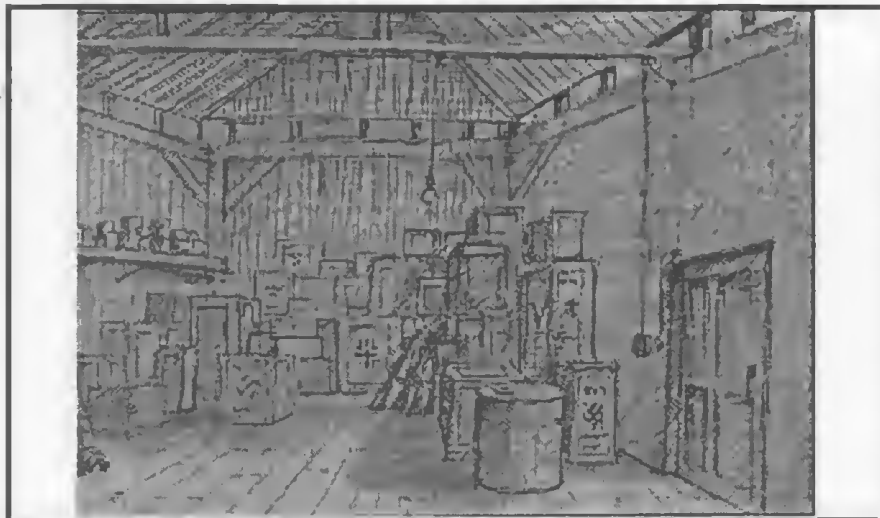
AS-INT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Amazon Shack Interior | **Perspective**

What happens here

Indy climbs down from roof opening.
Indy turns off the light.
Indy opens avaition fuel tank with wrench from seaplane pilot
Indy uses the light w/ avaition fuel tank
Indy drops a crate when he leaves which attracts the guards

BILL... nix the rifles

Doors to...	Actors	Sounds	Special Case Animations
AS-EXT			AS-LOWER Indy climbs down crates
			AS-CLIMB Indy climbs up crates.. one falls
			AS-WHIP Indy whips cord and pulls down
			AS-BOOBY Indy puts lightbulb into fuel tank
			AS-BLOW Guard turns on light... kaboom

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

Blow up the munitions with guard triggered bomb

AS-EXT

Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description Amazon Shack Exterior **Perspective**

What happens here

Indy uses his whip on a beam and climbs inside
Indy won't confront the two nazi guards standing in front

Doors to...	Actors	Sounds	Special Case Animations
AM-OVER AS-INT			AS-ENTER Indy whips beam and climbs inside AS-GUARD Guard stands rifle ready at door AS-OPEN Guard hears noise and enters shed AS-SNEAK Indy sneaks away

Pickupable objects

Multiple State Objects

Touchable objects

No smoking sign
Explosives warnings

Puzzles/IQ points
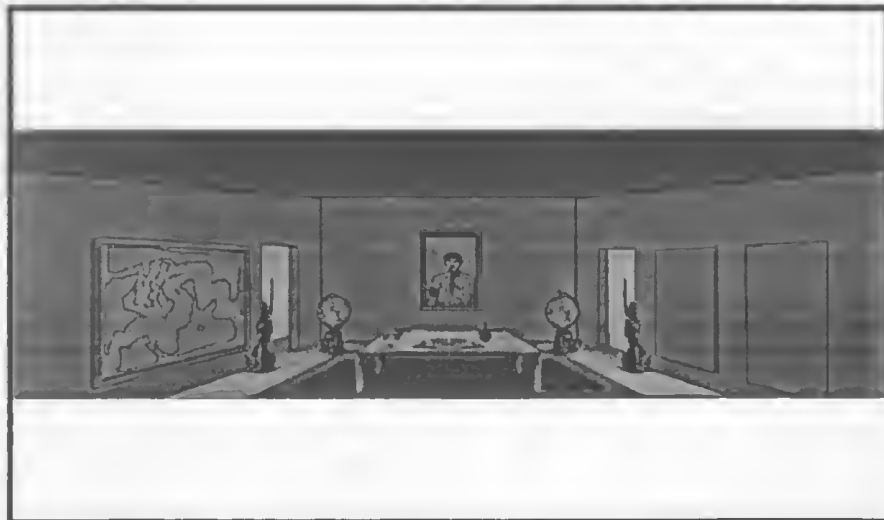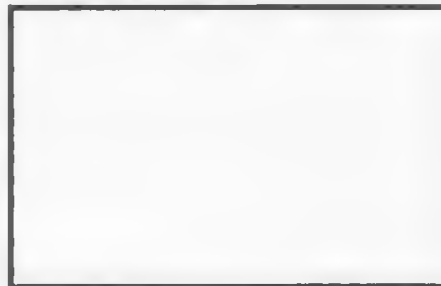
AM-WARRM

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Amazon Mansion Nazi War-room | **Perspective**

What happens here

Cut Scene with Jager, Dvolk, and Nadia... rooms is in Nazi mode
Walls are covered with plantation maps and weather charts.
If Indy tries to pull the portrait of Plantation Patriarch on the wall, it stays latched
Examine the chess board.... Checkmate in 3 moves
When Chess King tilted, room dims, Globe lights up with Swastika, maps change to mining charts and
world domination timetables.
Portrait changes to Adolf Hitler, safe behind painting can now be opened using Hitler's birthday as a combination
Indy takes the microfilm along with the Incan Door gold statue head piece

Doors to...	Actors	Sounds	Special Case Animations
AM-HALL			AM-JAGER Jager with Swagger stick Hits DV when told about ship Examines Nadia at Swagger length

Pickupable objects

i-mfilm   microfilm of bomb plans
i-g-idol gold idol key for inca door

Multiple State Objects

portrait opens
safe opens

Touchable objects

maps, planting charts,
harvesting schedules
portrait of Patriarch

become

world conquest maps
conquest timetable
Hitler portrait

Puzzles/IQ points

Open save with Hitler's birthday as combo
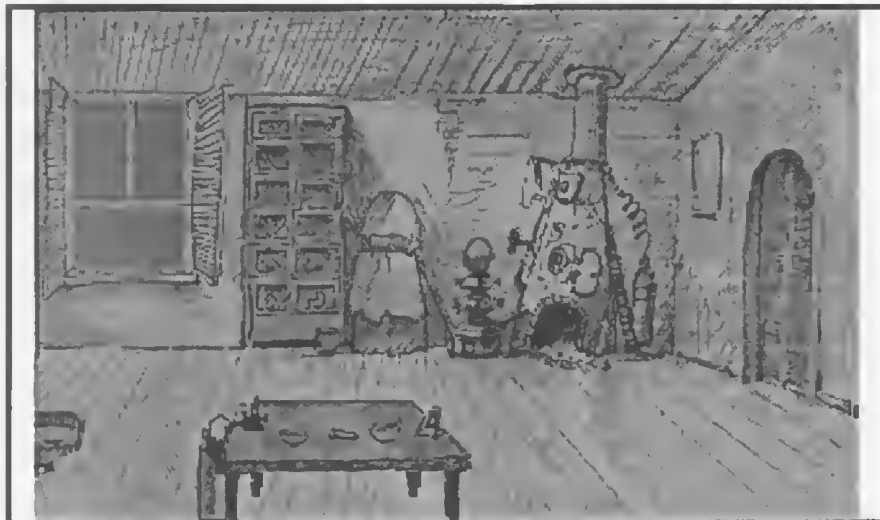
Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Amazon Mansion Lab | **Perspective**

What happens here

Indy gets a jar here that he can use to catch insects with.... without jar, insects climb out of interface
Indy mixes ingredients over bunsen burner
Indy can read the microfilm here in the microscope (microfilm is plans for building a bomb)
Indy can't exit through the front door.
Indy can unlatch the window and return here any number of times.

Ingredients.... flowers from jungle canopy, sap, bugs

Doors to...	Actors	Sounds	Special Case Animations
AM-HALL AM-OVER			

Pickupable objects

i-btrfly butterfly for antidote
i-jar   jar for bugs?

Multiple State Objects

Touchable objects

microscope
butterfly collection
window to open

Puzzles/IQ points

Make the antidote
Read the bomb plans

AM-CHESS

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Chess Set inside War-room   **Perspective**

What happens here

When Indy first looks at the chess set, he comments that it is 3 moves to checkmate
The player must make the proper 3 moves afterwhich, the white king is defeated. When Indy lays the
king on its side, there is a lever attached that converts the plantation headquarters into a Nazi War Room.
After three moves, Indy resets the pieces

Doors to...	Actors	Sounds	Special Case Animations
AM-WARRM			AM-ARM Indy's arm picking up pieces AM-KING King defeated, lever underneath

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

Solve the Chess puzzle, the King is beaten, and the Headquarters changes into War Room

AI-HEAD

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Amazon Inca Head   **Perspective**

What happens here

Indy appears at the doorway, when he tries to walk across the gap, the floor shakes and he jumps off.
Using his whip, Indy is able to swing across to safety.
Dunkelvolk arrives, sees indy and charges across only to trigger the ancient trap and get killed by the rotating head.
Indy is now able to climb the stairs on the back of the head up to the doorway that leads him to the tower

NIX the close up doorways

Doors to...	Actors	Sounds	Special Case Animations
CL-TOWER			AI-SWING Indy swings across trap AI-FALL Dunkelvolk killed by stone falling AI-STEP Indy steps onto and jumps off trap

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

Indy uses whip to swing across the trap

AJ-VINE

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Amazon Jungle Vine Trap   **Perspective**

What happens here

Indy picks up a vine from the ground and rigs a loop trap that snags the first Nazi.
When the Nazi is lifted up, his machete falls to the ground

Doors to...	Actors	Sounds	Special Case Animations
AJ-?	Indy Nazis	ooh-ooh aah-aah tookie-tookie	AJ-BEND Indy bends the tree for the trap AJ-RAISE Nazi springs trap and is lifted up

Pickupable objects

i-machete handy dandy cutter

Multiple State Objects

Touchable objects

Puzzles/IQ points

AJ-PIT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Amazon Jungle Pit room   **Perspective**

What happens here

Indy uses his machete to cut bamboo into poles and stakes
Indy uses stakes in the pit, and poles and Banana leaves to cover the trap

Indy returns later to use his machete on the dead log in order to find the bugs inside

Doors to...	Actors	Sounds	Special Case Animations
AJ-? AJ-BUGS	Indy Nazis	ooh-ooh aah-aah tookie-tookie	AJ-PIT Indy builds the pit trap

Pickupable objects

Multiple State Objects

Touchable objects
Dead Log

Puzzles/IQ points

AJ-QUICK

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Amazon Jungle QuickSand Room | **Perspective**

What happens here

Indy falls into the invisible quicksand, and must use his whip to escape.
Indy sets trap for Nazi by placing his hat in the middle of the quicksand
Indy Swings in on a vine and knocks the Nazi into the quicksand, and recovers his hat on the return swing.

The vine Indy swings on becomes active now for indy to climb up into the canopy to get the orchid for antidote

After nazi is killed here, next room transition takes Indy into the village

| Doors to...	Actors	Sounds	Special Case Animations
AJ-? AJ-VILL	Indy Nazis	ooh-ooh aah-aah tookie-tookie	AJ-QUICK Indy falls into the quicksand AJ-WHIP Indy saves himself AJ-HAT Indy sets the trap AJ-SWING Indy knocks Nazi into quicksand AJ-CLIMB Indy climbs the vine to the canopy

Pickupable objects	Multiple State Objects	Touchable objects
i-hat Indy's fedora		

Puzzles/IQ points

AI-MAZE
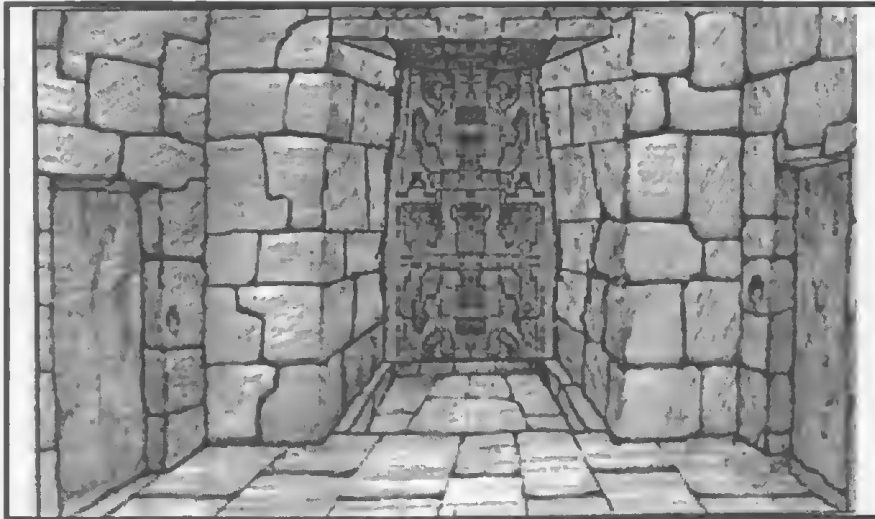
Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Amazon Inca Maze   **Perspective**

What happens here

This entire section may be done using a first person 3D engine...
One section may involve using the gold head to unlock the door, only to present the player with a nasty floor
that triggers darts when mis-stepped. The clue is to notice the pattern in the door that the player opened.

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

AJ-BUGS

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Amazon Jungle Bugs close-up   **Perspective**

What happens here

The player must overturn the log and grab the proper kind of bug as described by the shaman.
If the player does not have the jar, the bugs will crawl out of the interface area and disappear

Doors to...	Actors	Sounds	Special Case Animations
AJ-PIT			AJ-BUGS Lots of crawling bugs AJ-HAND Indy's hand collecting bugs?

Pickupable objects	Multiple State Objects	Touchable objects
i-bugs must be put into jar!		

Puzzles/IQ points

AN-VILL
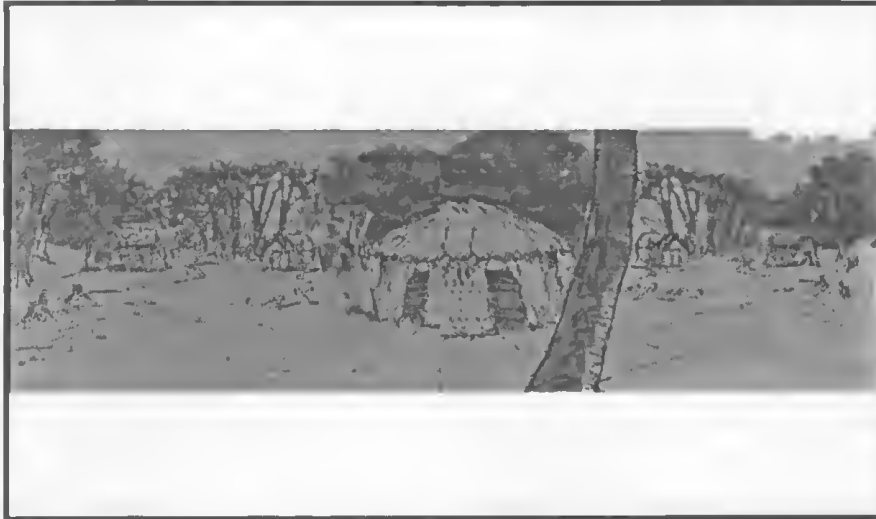
Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Amazon Natives Village   **Perspective**

What happens here

Indy arrives still pursued by Nazi's. He is captured and is in a death-battle with the Nazi when the nazi crumples to the ground. Upon examination, Indy finds that the Nazi has been killed with a blow-gun dart, and upon that discovery, the native Shaman arrives. He is pleased to find that you share a common enemy

C-LIST closeup of nazi hit by dart

Doors to...	Actors	Sounds	Special Case Animations
AJ-PSDO	indy		AN-FIGHT Indy and Nazi Fight, w/ stake
AZ-TOWER	shaman		AN-DART Nazi paralized by dart
AM-EXT	last Nazi		AN-SHAM Blowgun appears, shaman appears
			from hut door

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

AM-HALL
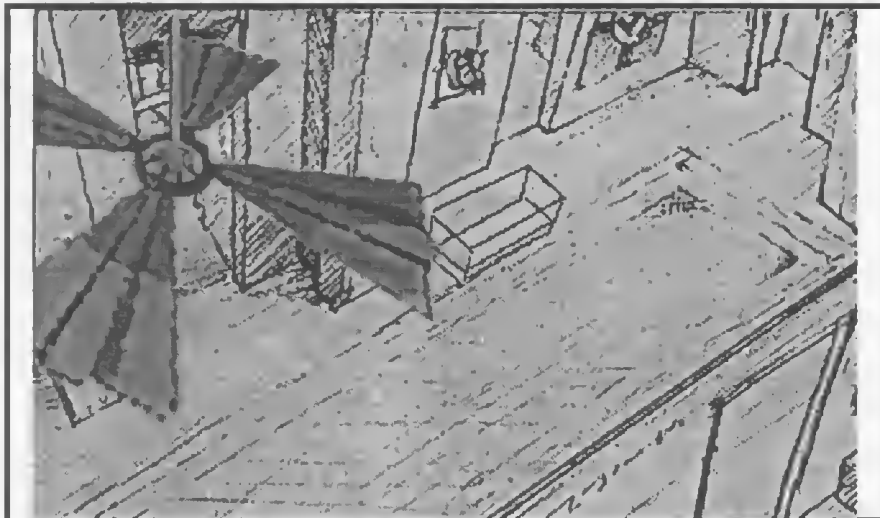
Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Amazon Mansion Hall | **Perspective**

What happens here

Indy can enter either the War Room or the Nazi Lab from here. Initally War Room is locked shut (Jager inside)
The stone Idol that is a door key is found here in a display case
Indy arrives from AM-OVER, but because the guards are alert, he won't exit that way

NIX Nazi emblems
Key for display case???

Doors to...	Actors	Sounds	Special Case Animations
AM-LAB AM-WARRM			AM-FAN Fan rotates in foreground AM-JAGND Jager&Nadia leave War Room AM-DUNKL Dunelvolk sent after Indy AM-SNEAK Indy watches scene from behind door

Pickupable objects	Multiple State Objects	Touchable objects
i-s-idol The Stone key for inca door		portraits

Puzzles/IQ points

Unlock the display case in order to get the stone idol.

AZ-DOCK

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Amazon Dock

Perspective

What happens here

Indy jumps from the plane wreckage and in a hail of gunfire, Dunkelvolk's guards persue him

Doors to...	Actors	Sounds	Special Case Animations
			AZ-CRASH JU-52 crashes onto beach
			AZ-BAIL Indy jumps from plane and runs
			AZ-HAIL Dvolk&Nazis shoot at fleeing indy
			AZ-DEPRT DV & Nadia follow trail to mansion

Pickupable objects

i-wrench? wrench for avaition fuel

Multiple State Objects

Touchable objects

Puzzles/IQ points

AZ-TOWER

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Amazon Tower Long Shot of suffering   **Perspective**

What happens here

Indy and Shaman appear in foreground 'foliage parts to reveal the Tower and mining camp
Room is filled with felled trees, slave laborers, nazi guards, burning slash piles, concentration camp fencing

Doors to...	Actors	Sounds	Special Case Animations
			AZ-PLANT Parting foliage for better viewing AZ-PRISN Smoke, workers, guards working

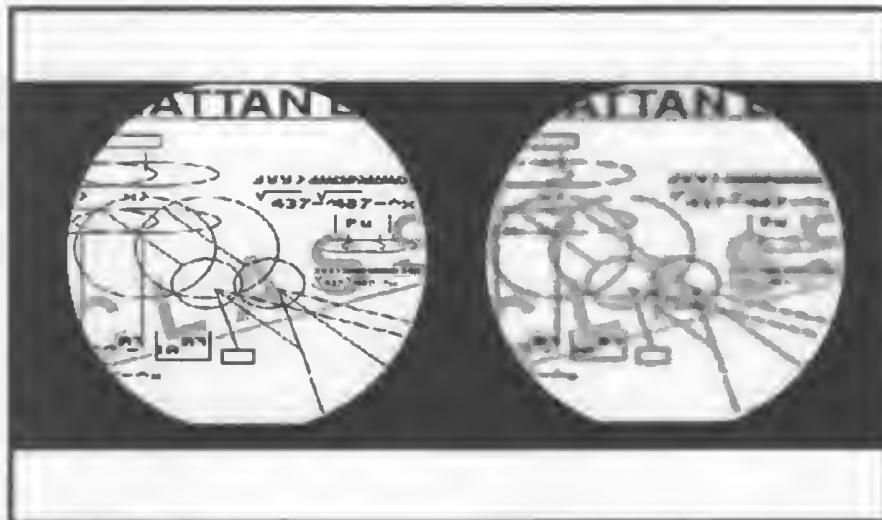| Pickupable objects	Multiple State Objects	Touchable objects
none		

Puzzles/IQ points

AL-MICRO

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Amazon Lab microscope view of microfilm | **Perspective**

What happens here

Indy is able to read the microfilm that contains the plans for building an atomic bomb
Indy must slide the microfilm and change focus on the microscope

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

Indy learns of the plans
Change microscope focus
Change microfilm position under lens

AI-DOOR

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Amazon Inca Door   Perspective

What happens here

Indy must use the machete to uncover the door

Doors to...	Actors	Sounds	Special Case Animations
AI-LOCK			AI-HACK Indy swinging machete at vines

Pickupable objects	Multiple State Objects	Touchable objects
		vines

Puzzles/IQ points

Get the door open

AI-LOCK

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Amazon Inca Door Lock shot | **Perspective**

What happens here

Indy places the three god heads into the proper slots

Doors to...	Actors	Sounds	Special Case Animations
AI-MAZE			AI-INSRT Indy inserts the 3 idol keys

Pickupable objects | **Multiple State Objects** | **Touchable objects**

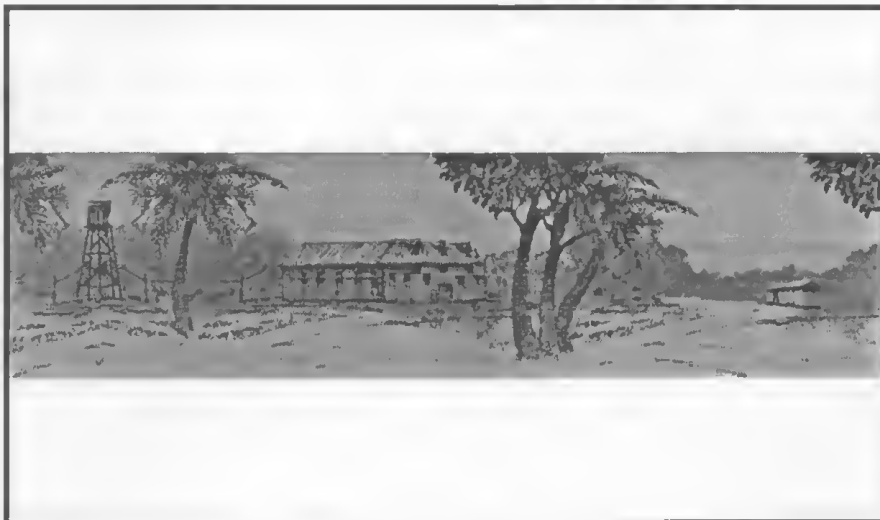**Puzzles/IQ points**

AM-EXT

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Amazon Mansion Exterior | **Perspective**

What happens here

UnZombie juice is used in the water-tower in order to free the natives.
Long shot of Shed explosion seen from here... (Bill... widen shot?)

Doors to...	Actors	Sounds	Special Case Animations
AM-HALL			AM-TOWER Indy climbs tower, uses antidote
AS-EXT			AM-EXPLO Shed fire seen from this shot
AJ-PSDO			AM-LEAVE Guards leave front of mansion

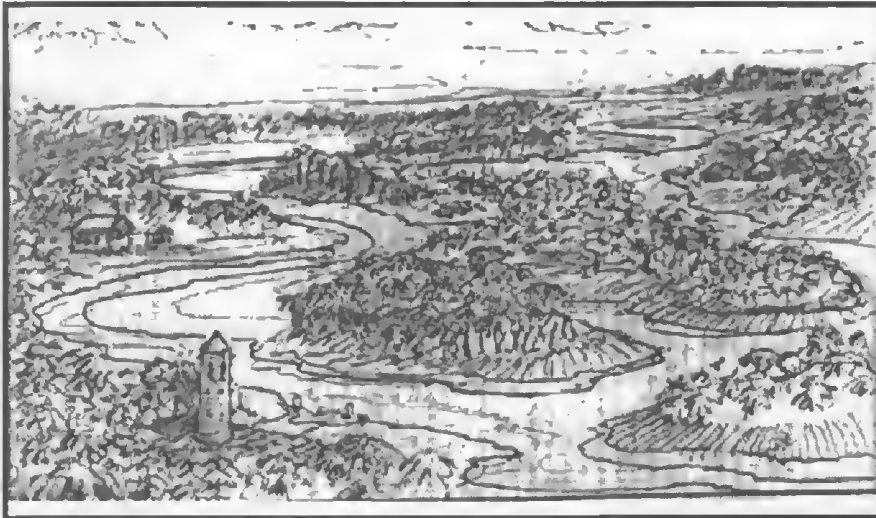**Pickupable objects** | **Multiple State Objects** | **Touchable objects**

Puzzles/IQ points

Use antidote in water tower

AZ-OVER

Check List

Backgrounds BW

Backgrounds Color

Object States

Animations

Room Specific Tasks

Room description Amazon Overview

Perspective

What happens here

We watch as the JU-52 lands here

Doors to...	Actors	Sounds	Special Case Animations
			AZ-LAND JU-52 fly-by and landing approach

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

AJ-JUNGL

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Amazon Jungle room | **Perspective**

What happens here

Jungle room between village and Inca Maze Door... may also be used among trap rooms

Doors to...	Actors	Sounds	Special Case Animations
	Indy Nazis	ooh-ooh aah-aah tookie-tookie	

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

C-FINALE

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Closing Final hug   Perspective

What happens here

Doors to...   Actors   Sounds   Special Case Animations

Pickupable objects   Multiple State Objects   Touchable objects
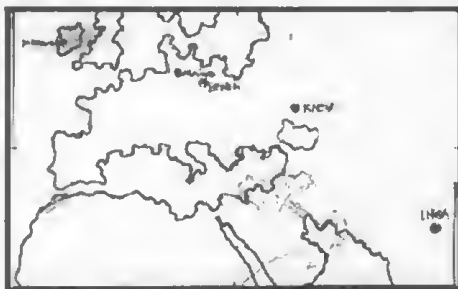
Dialogs

MP-EUROP

Priority   1b

MP-ATLAN

Priority   2b

MP-KIEV

Priority   3c

MP-EUROP

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | global map of Europe that plane flies on leaving little red line behind | **Perspective** Regular

What happens here

The plane flies to the three locations.

Doors to...	Actors	Sounds	Special Case Animations

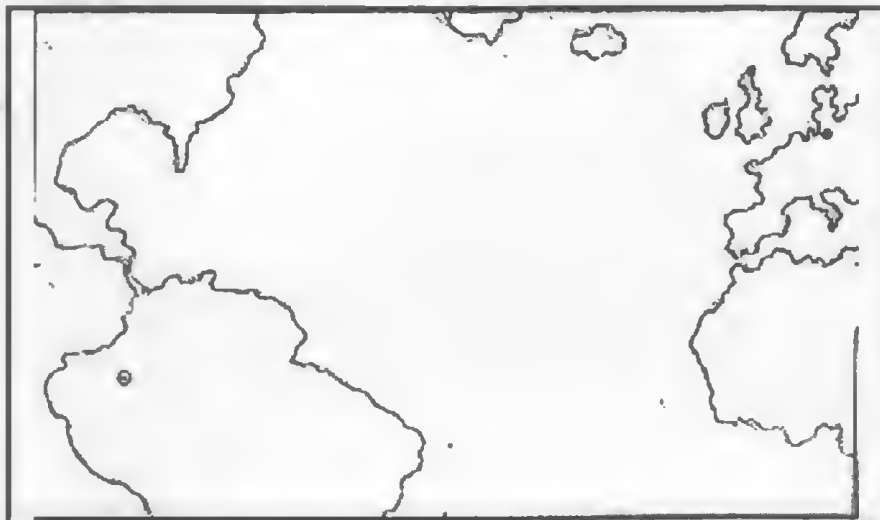| Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

MP-ATLAN

2b
Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Global map zoomed in to Atlantic Ocean | **Perspective**

What happens here

A freighter is moving across a map toward South America

| Doors to... | Actors | Sounds | Special Case Animations |

-Freighter moving over a map-headed towards South America.

Pickupable objects | **Multiple State Objects** | **Touchable objects**

Puzzles/IQ points

MP-KIEU

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description | Global map zoomed into Soviet area | **Perspective**

What happens here

Doors to... | **Actors** | **Sounds** | **Special Case Animations**
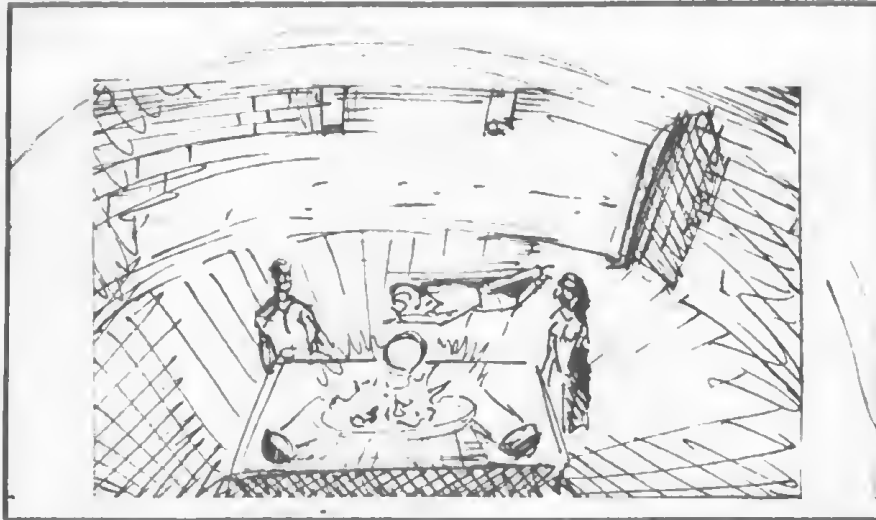
Pickupable objects | **Multiple State Objects** | **Touchable objects**

Puzzles/IQ points

ENDGAME

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Perspective

What happens here
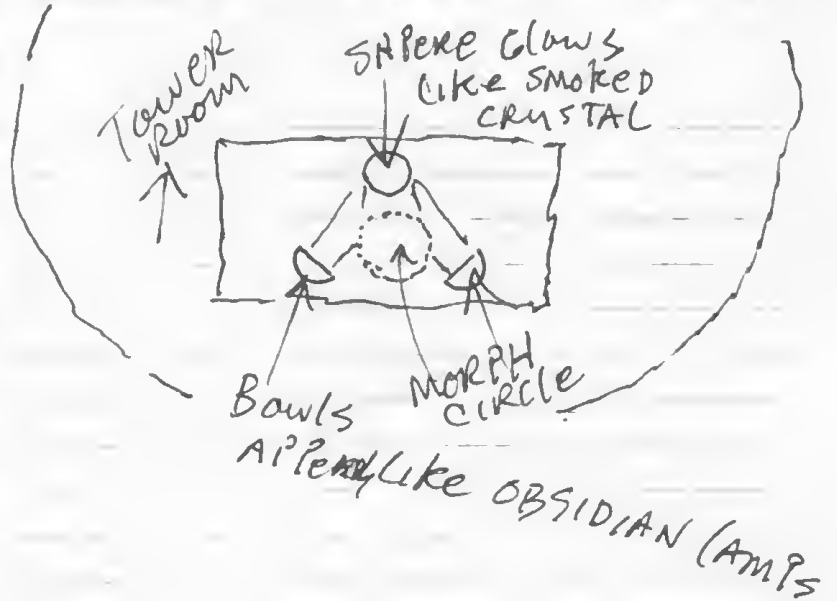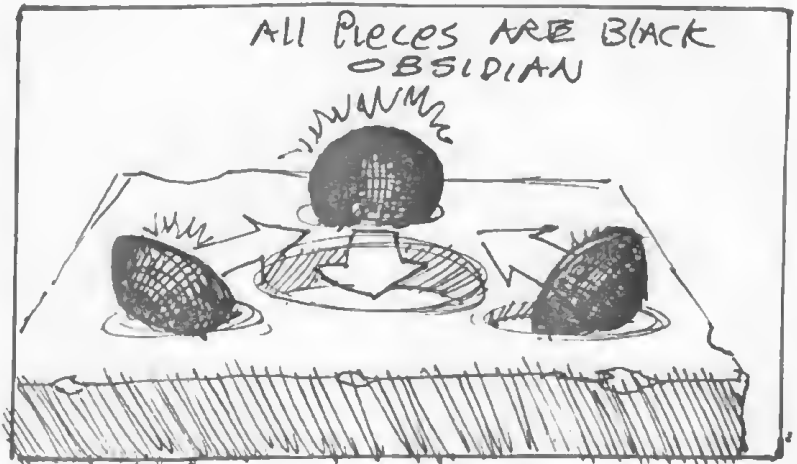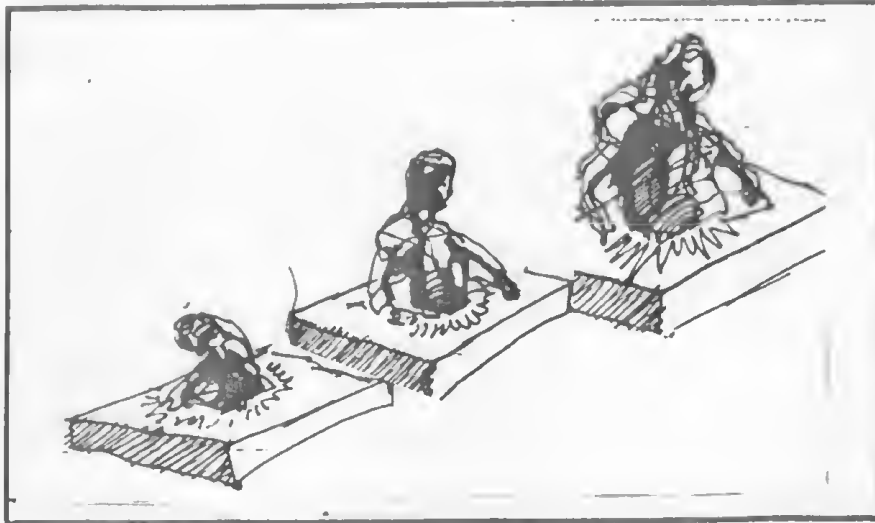
Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

ALL PIECES ARE BLACK OBSIDIAN

TOWER ROOM

SPHERE GLOWS like SMOKED CRYSTAL

Bowls

MORPH CIRCLE

APPEAR LIKE OBSIDIAN LAMPS

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Perspective

What happens here

Doors to...	Actors	Sounds	Special Case Animations

Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description   Perspective

What happens here

Doors to...   Actors   Sounds   Special Case Animations

Pickupable objects   Multiple State Objects   Touchable objects

Puzzles/IQ points

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Priority

Room description

Perspective

What happens here

Doors to... Actors Sounds Special Case Animations

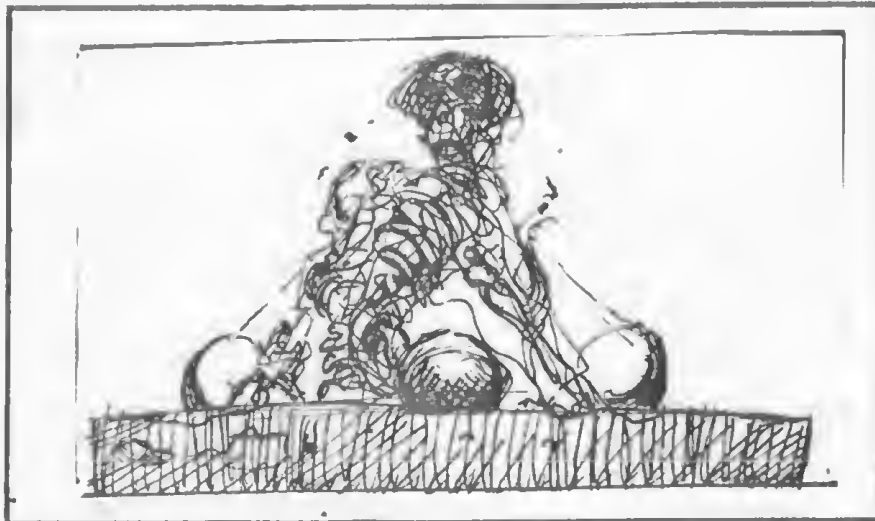Pickupable objects Multiple State Objects Touchable objects

Puzzles/IQ points

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description

Perspective

What happens here

Doors to...   Actors   Sounds   Special Case Animations

Pickupable objects   Multiple State Objects   Touchable objects

Puzzles/IQ points